CHAOS WARS

カオスウォーズ

TEEN
T
CONTENT RATED BY ESRB

MANUAL

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CUSTOMER SUPPORT

If you are having problems or have que stions about the title you have purchased please email your comments to the following address:

support@o3ent.com

Or call 1-408-919-0166

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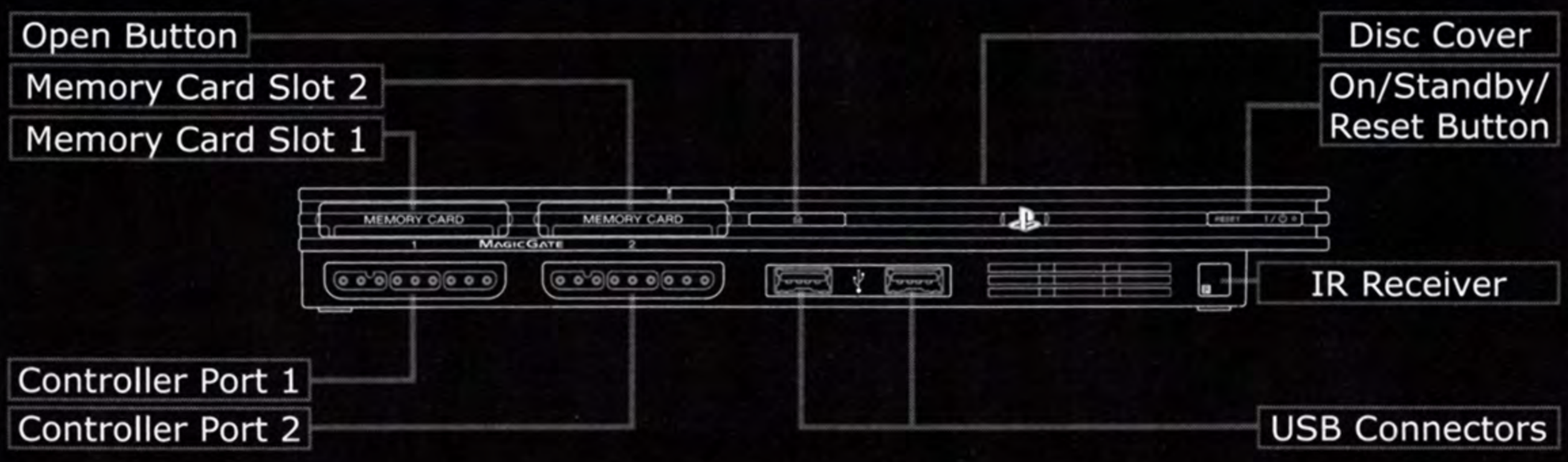
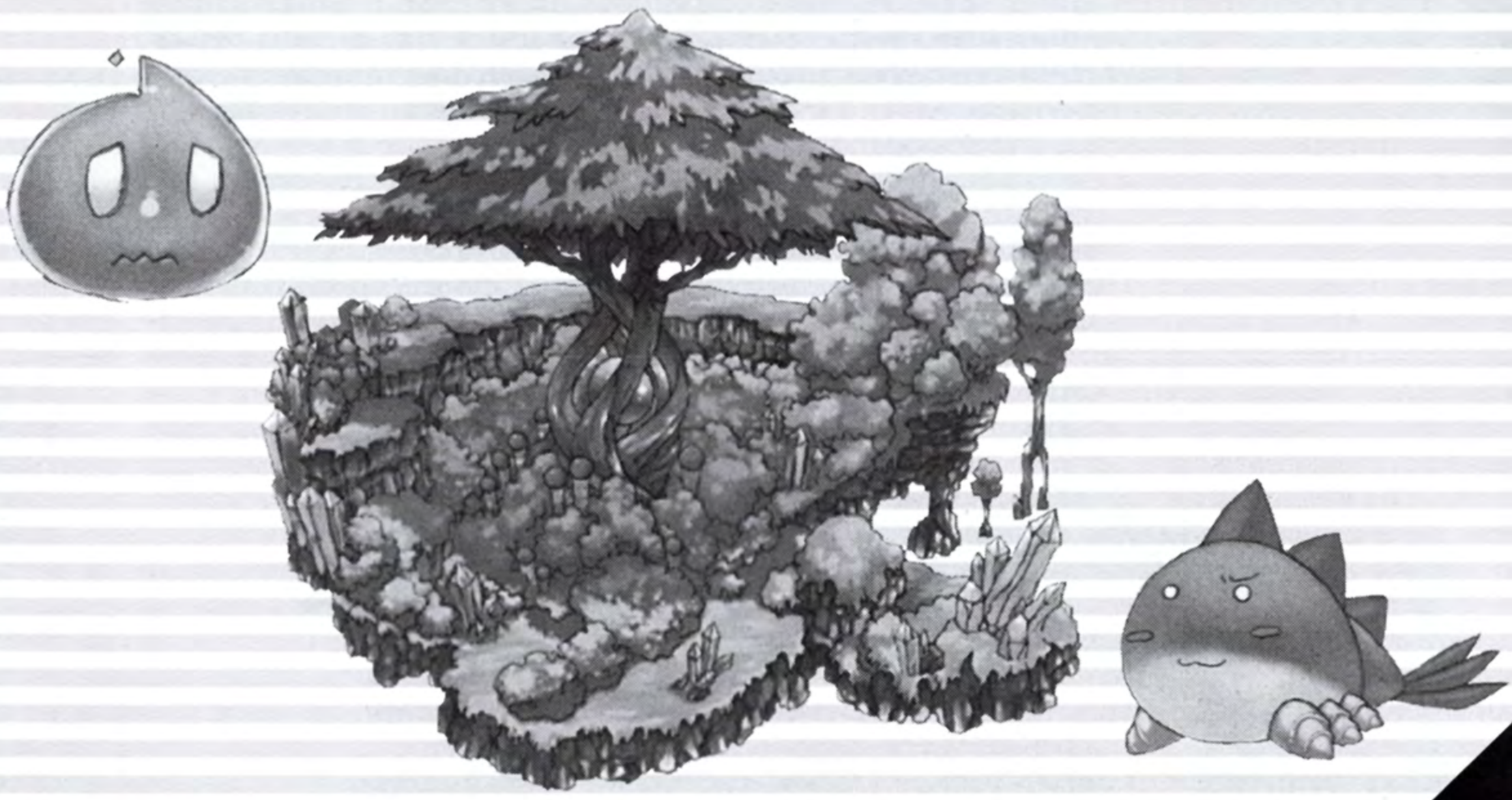
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Chaos Wars disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



GAME CONTROL

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Control	Standard	Battle
Directional Buttons	Move on list	
○ Button	Cancel	
× Button	Select	
□ Button	Auto advance for critical decision or event	Move character while choosing target
△ Button	Confirm details, skip events	Confirm details
R1 Button	Back page on list	Character select
L1 Button	Forward page on list	Character select
R2 Button	Sort list	Change camera angle
L2 Button	Not used	Skip effect. Mini status Sphere display On/Off
START Button	Skip movie	Complete turn
SELECT Button	Not used	
Right Analog Stick	Rotate camera, Zoom in & out	
R3 Button	Not used	Initialize camera
Left Analog Stick	Move cursor	
LED Light	LED display is fixed in red(Analog mode)	
ANALOG Mode Button	Not used (Mode cannot be turned On/Off)	

CHAOS WARS
カオスウォーズ™

Hey, Hyoma.
We haven't seen any caves or remains or anything around here.

She's right. We've looked all over the place just 'cause you told us there's "treasure" out here.

Did I ask you two to come? No! You volunteered to come yourselves!

I am Hyoma Kusaka, Freshman at Tsukioka High school.
...I had a dream.

The mountain behind the school. There is a pillar of light from the hillside.

I saw a mysterious world over the pillar.
I heard it from my grandpa many times. There is a hidden cave in the mountains. The founder of Kusaka came thru the shrine behind it from another world.

If you pray to that god, any wish is said to be granted.
I thought it was absurd; that's why I wanted to confirm.

It's a perfect excuse to ditch school, that's all.
No way that such a thing exists.

CHARACTERS

Endia People

Hyoma Kusaka

Hayatemaru Mudouin

Laru Blanshen

Rin Sunroad

Shizuku Mizuki

Knights from Various Worlds

Hiro

Carmine

Karen

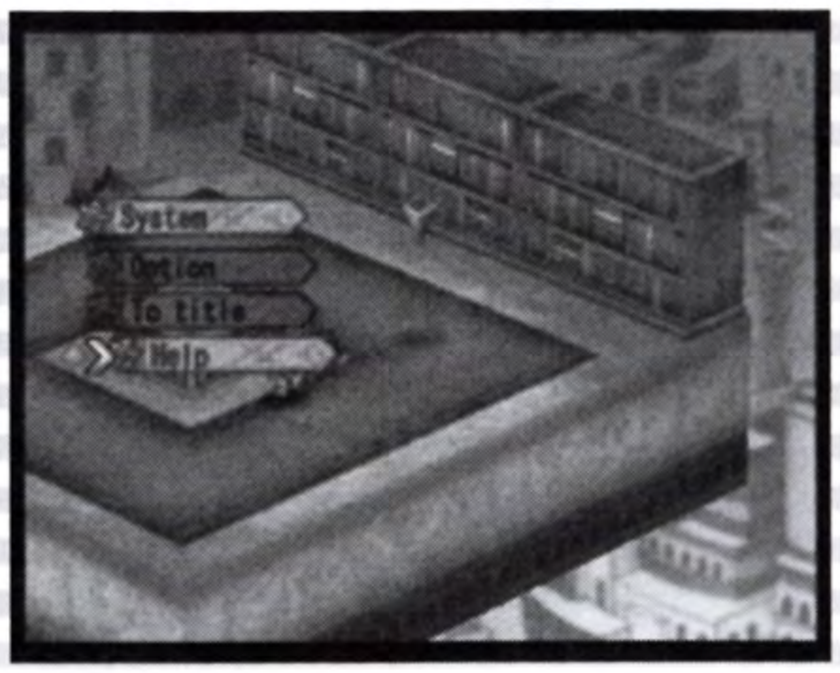
Souji Okita

Uru

SYSTEM MENU

How to display the system menu

The System menu is accessed while at the base by pressing the △ **Button** and selecting System.



Option

The Option menu allows you to adjust text speed, effects, Japanese or English voices, and the sound volumes.

To title

Ends the current game and returns to the Title screen.

Save

Chaos Wars has 10 save slots available. Each Save requires 250k of memory, and overwrites the prior Save.

Load

The Load option is available at the Title screen. All available loadable data is displayed.

STARTING THE GAME

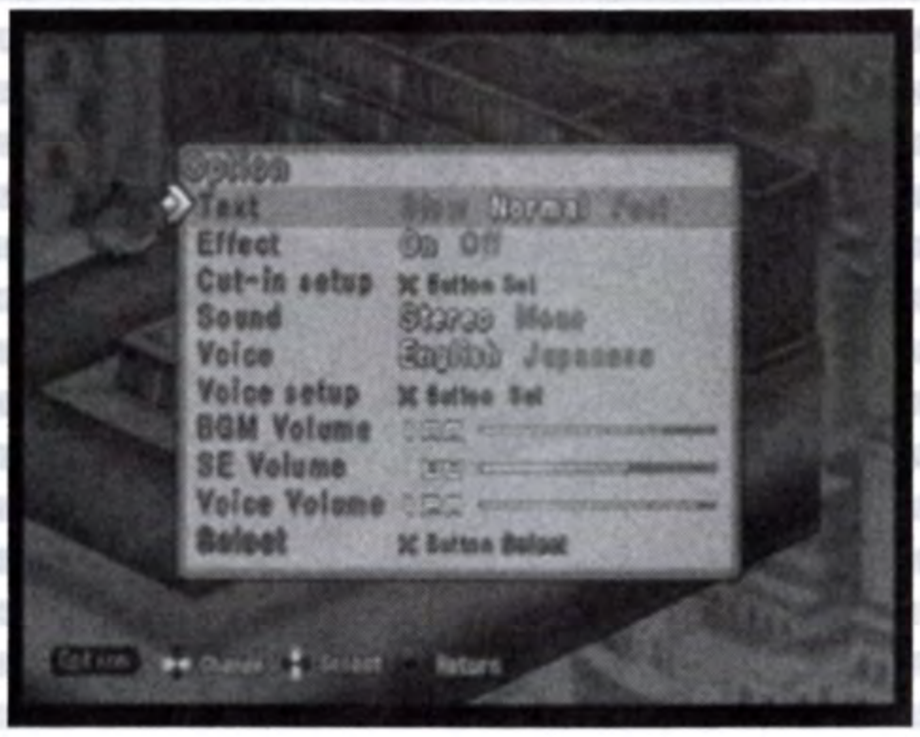
TITLE MENU

New Game will start the game from the beginning. Load Game will allow you to select a saved game. Option allows adjustment of visual and sound parameters.

OPTIONS

GRAPHIC SETUP

Adjust the text speed.
Turn on and off visual and cut-in effects.



SOUND SETUP

Adjust volumes.
Stereo or mono sound.
Adjust voices and Japanese or English voices.

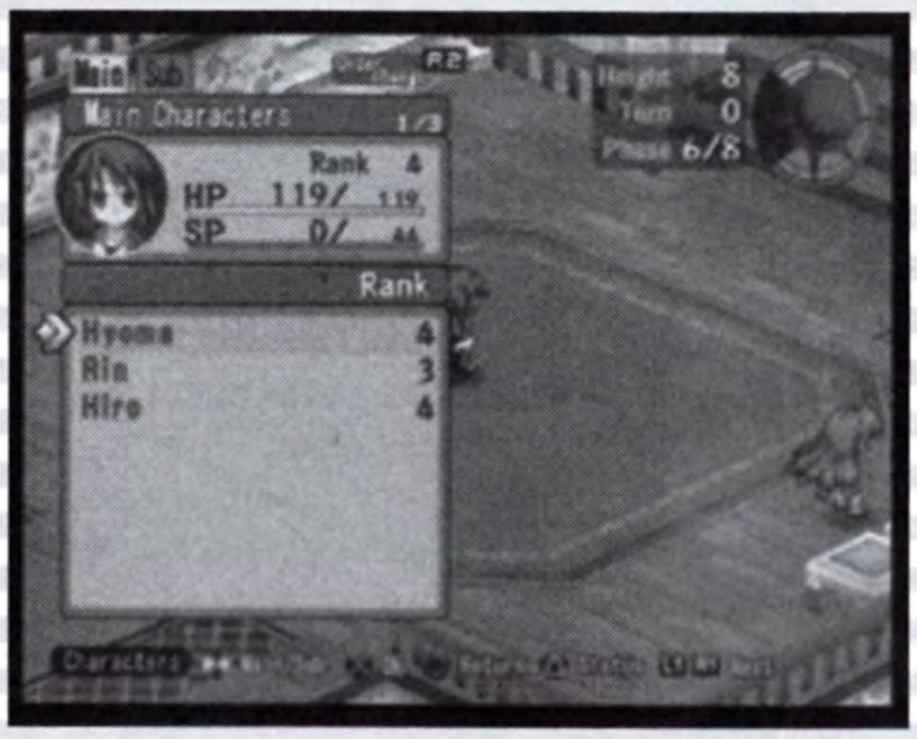
SELECT

× **Button** accepts changes made to selections.

GAME FLOW

Chaos Wars has three main areas of operation; Base, Battle, and Event.

BASE



At the base you can select the arrangement of your team, select options, access the Help, Profile, and Dictionary menus, and access the Gate functions. In addition you interact with the other members of your team.

BATTLE

The battle levels are where you confront your enemies.

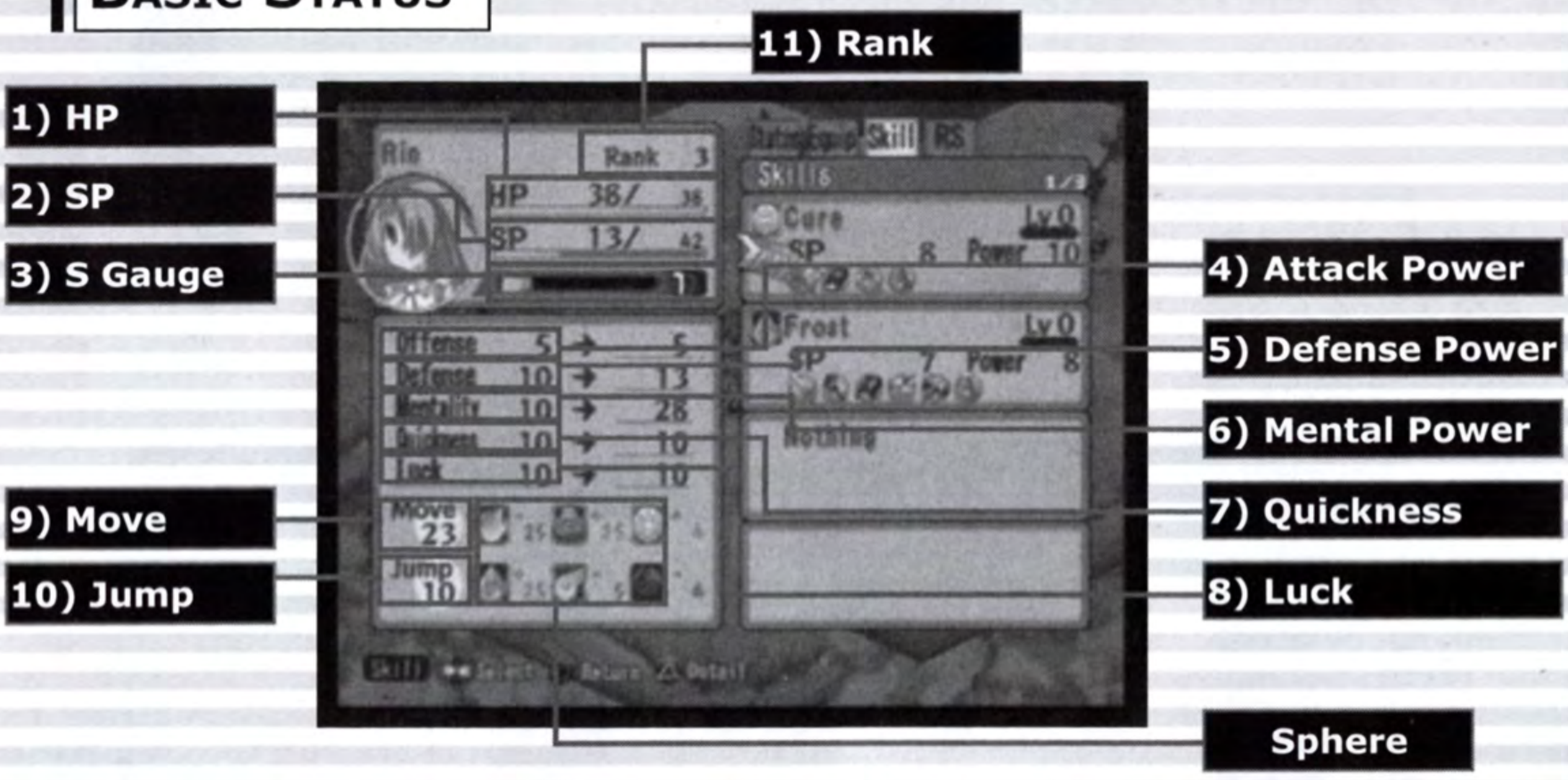
EVENT

The event screens take you through the written and spoken events that build the story line.

SCREEN DISPLAY

CHARACTER STATUS

BASIC STATUS



1) HP	Hit Point. 0=>Not able to battle.
2) SP	Skill Point. Needed to use skills. Starts at 0 in the beginning of battlle.
3) S Gauge	Special Gauge. Needed for Realize or Group Attacks.
4) Attack Power	Give physical damage to enemies.
5) Defense Power	Larger DP, smaller damage.
6) Mental Power	Relates to magic attack power and defense.
7) Quickness	Can avoid enemies' attack, or faster turn for actions.
8) Luck	Affects various actions little by little.
9) Move	Distance. Larger, farther move.
10) Jump	Larger, higher move.
11) Rank	Displays character's strength.

TWO NUMBERS

Numbers in left column show character's basic status value; ones in right show status value including equipment.

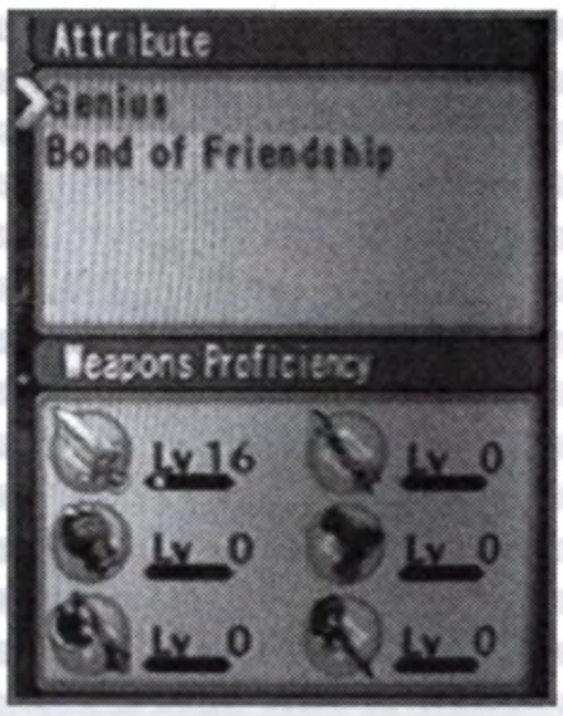
SPHERE

There are six. Each sphere has effects on attack, damage when defended, and shift rate of the skills.

SCREEN DISPLAY

ATTRIBUTES

The attributes impact the effectiveness of teams, attacks, recovery, and defenses.



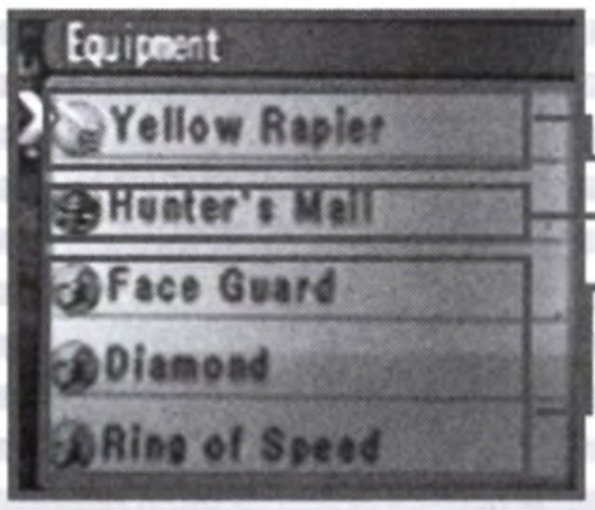
WEAPON SKILL LEVEL

There are 14 kinds of weapons; each shows its skill level.

Icon	Name
	Sword
	Spear
	Gun
	Book
	Guitar
	2 Guns
	Doll

Icon	Name
	Ax
	Fist
	Cane
	Armor
	Double Sword
	Gun Blade
	Easter Egg

EQUIPMENT



Weapon Show weapon in use
Protective Gear Show protective gear in use
Accessory Show accessory in use

SCREEN DISPLAY

REALIZE SCREEN

This screen (RS) is the fourth subscreen available with a character. It displays the unique weapons, skills and attributes available during Realize.

REALIZE

The top portion displays the weapon that becomes available during Realize, the incremental strength during Realize, and the number of turns the character remains in Realize.

SKILLS

This is the unique skill available during Realize. Displayed are the Level, SP points required, and the Power of the Realize Skill.

ATTRIBUTES

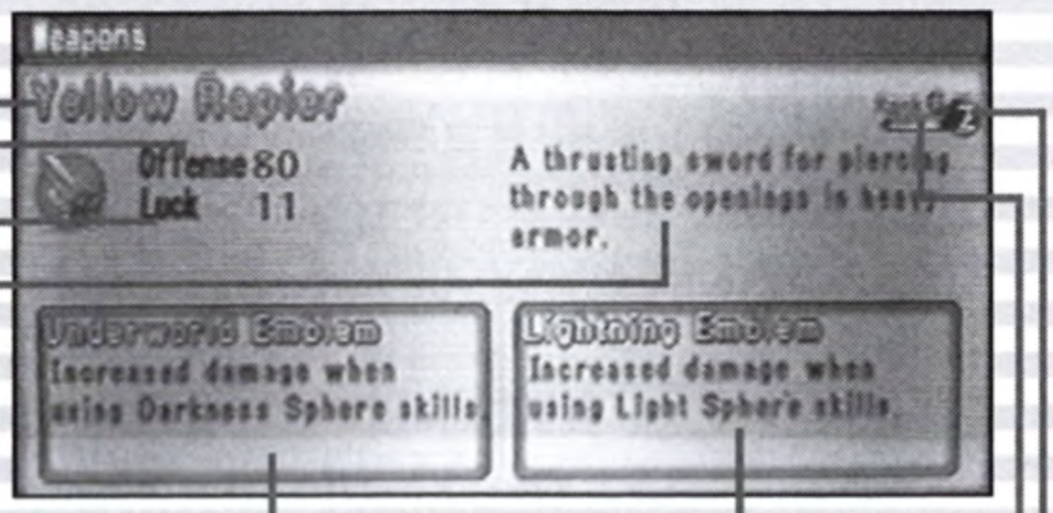
These are the additional attributes in effect during Realize. The attributes impact the effectiveness of teams, attacks, and defenses.

SCREEN DISPLAY

WEAPON/SKILL DETAIL SCREEN

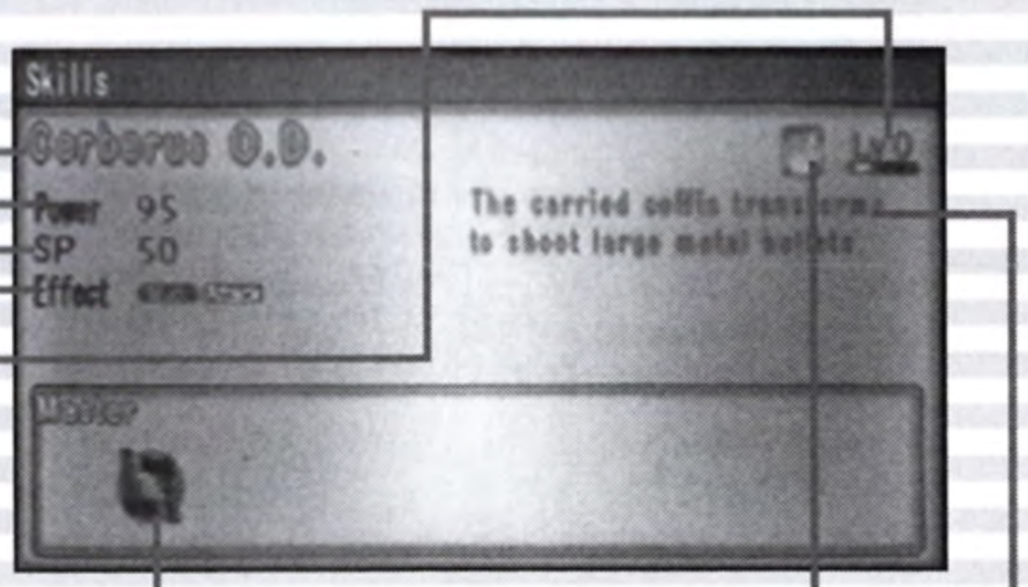
WEAPON DETAILS

- Name of the weapon
- Offense or Mentality rank
- Additional support
- Description of the weapon
- Attributes of the weapon
- Rank
- Level



SKILLS DETAILS

- Name of the skill
- Power of the skill
- SP expense
- Effect of the attack
- Level
- Sphere
- Description
- Weapon(s) able to use the skill



BASE

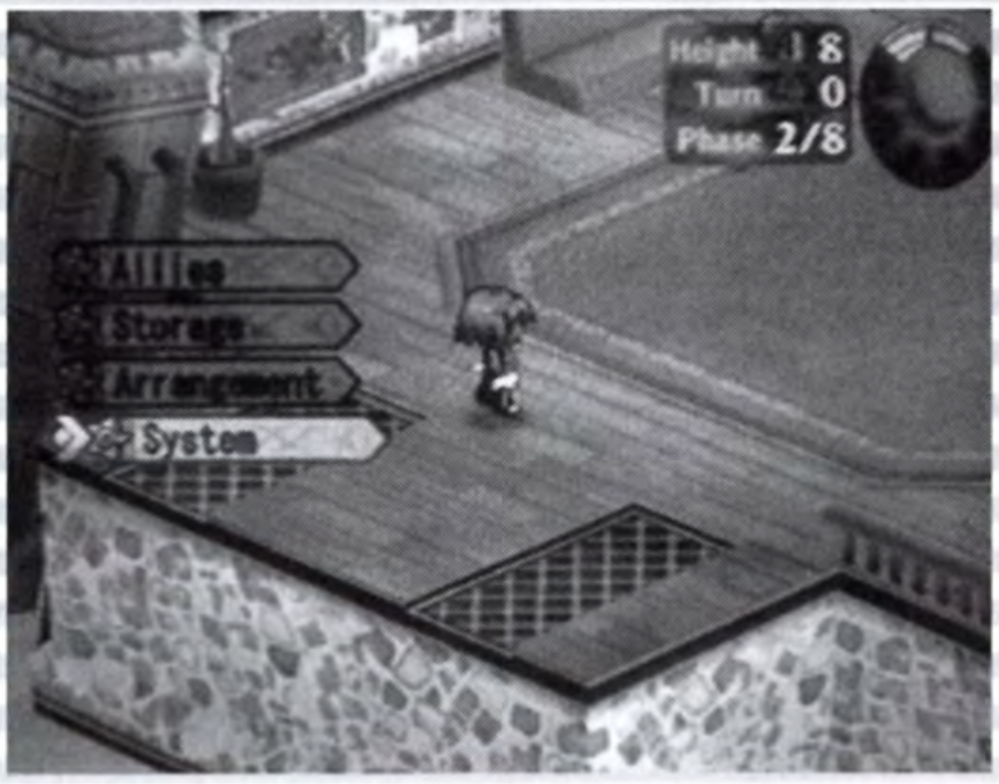
The Base is the location for modifying and equipping allies, executing gate functions, reading through the bookshelf information, and interacting with allies.

Maneuver within Base

Access the Allies screen by pressing the △ **Button**.
Exit by selecting the ○ **Button**.
You can move up and down the list of Allies by using the **D Pad** or **L1 Button**.

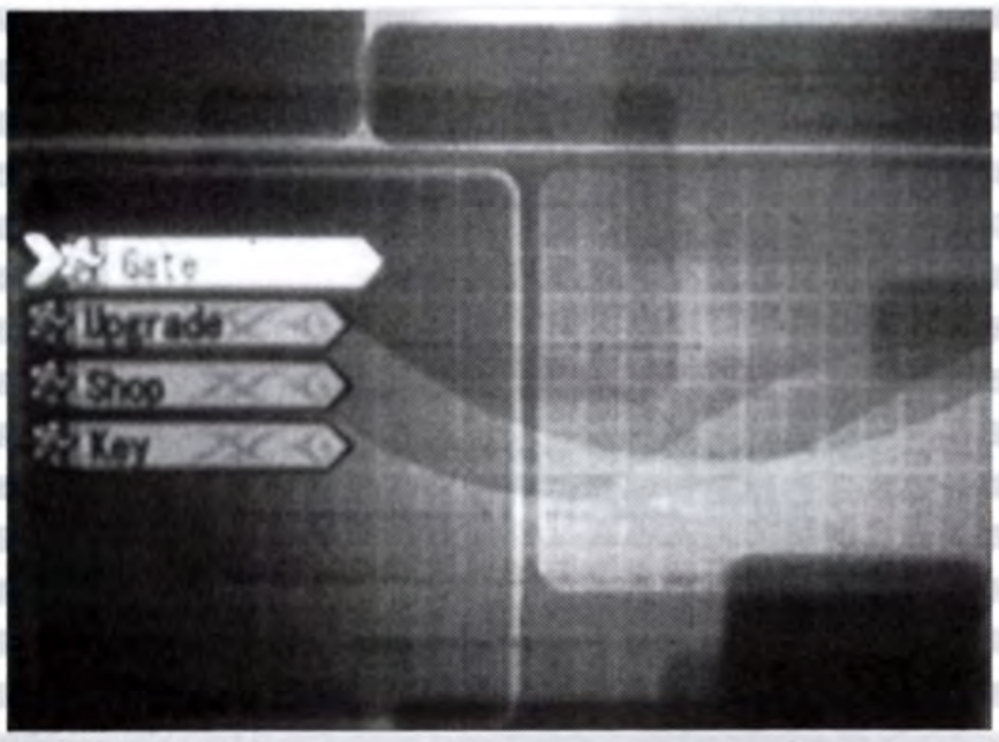
Base Menu

Allies: See allies' status, change equipment, setup skills.
Storage: See weapons, protection, items on hand. Some items can be used within the base.
Formation Organize the Main members to go to battle, and arrange Main and Sub members.
System: Open the System menu.



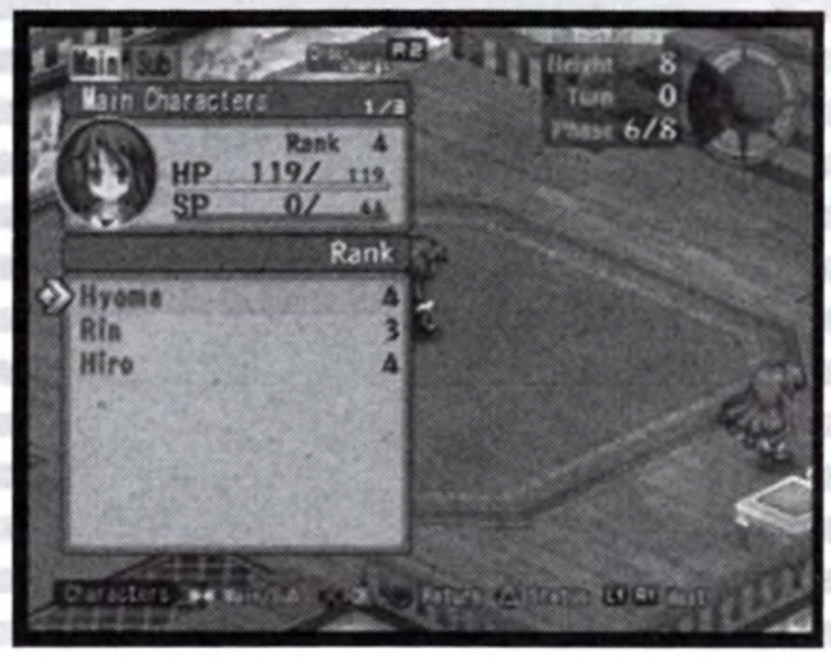
Facility in Base

Gate Terminal: The Gate Terminal is the location for the Gate, Shop, Upgrade and Key functions.
Bookshelf: The Bookshelf is the location of the Dictionary, Help and Profile.



ALLIES

To access the Allies screen select the △ **Button** while in Base and select the Allies option. Main allies participate in battle; Sub allies do not.



Basic Status

Displays the attributes and weapons that can be used by the Allies.

Equipment

Illustrates the current weapon, the armor, and any other special enhancement gear carried by the ally.

Skills

Displays the skills available to the character. Each character can have up to 10 skills.

Skill Lock/Unlock

A skill can be locked so that it is not transformed during battle.

Weapon & Skills

Each skill requires a specific weapon(s) for it to be used by the ally.

FORMATION

Select up to 10 members to participate in battles. The selection of members takes place only at the base.

Selection Process

To move characters down from MAIN to SUB, scroll to the character and push the ✕ **Button** twice.

To move characters up from SUB to MAIN, scroll to the character and push the ✕ **Button** twice.

To rearrange the order of the characters push the ✕ **Button** on the first character and then push the ✕ **Button** on the character to be switched.

SKILLS

Types of Skills

General Skills

Skills to use by objective. Both attack and recovery skills are included.

Counterattack Skiills

Skills that enable counterattacks sometimes during attacks by enemies.

Support Skills

Skills that have impact just by equipping.

Knockout Skills

The powerful skills specific to each character. Only available during Realize.

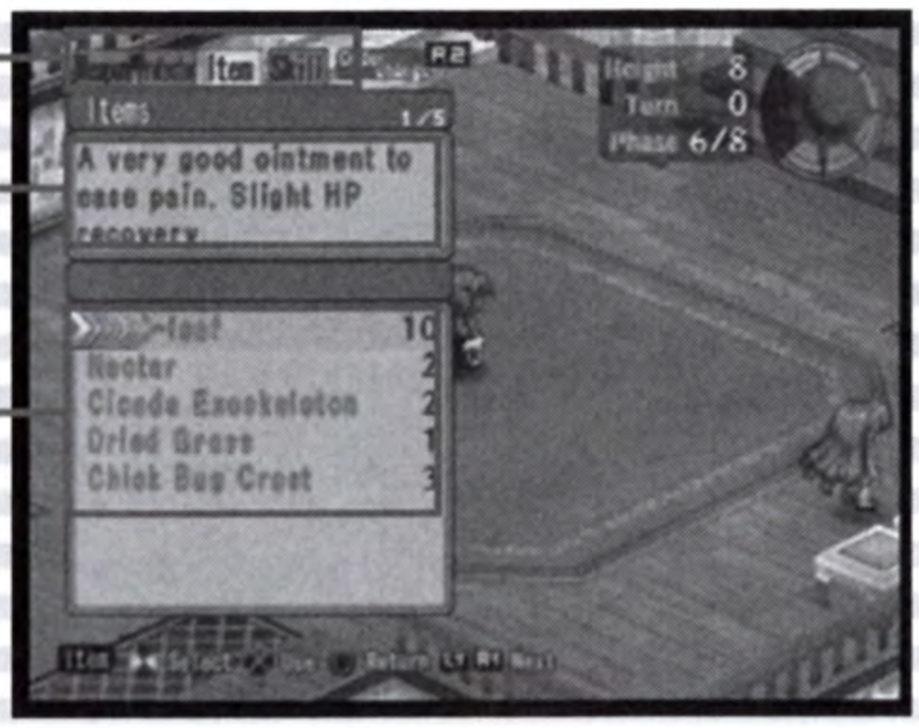
Attributes and Damages

Each skill has its own attribute. Based on the tolerant compatibility of the object of attack, the damage can increase/decrease. By using a skill with attribute that enemies don't like, the damage can be huge.

Skill Level

Icon	Name	Effect
Recovery	Recovery	Recover HP
Restore	Restore	Restore allies who cannot battle
Absorb	Absorb	When damage is given, skill user will recover
Fatal	Fatal Wound	Damage given to opponent is pure damage that does not heal during WT
Instant Death	Instant Death	Can kill enemies instantly
S ↓	Status Down	Status goes down briefly
S ↑	Status Up	Status goes up briefly
SLOW	WT Damage	Increase opponents' WT

STORAGE



The Storage screen can be accessed at the base by pressing the △ **Button**. Four different items are stored. Weapons, Protection, Items, and Skills.

List Tag

The list tag describes the various types of items that are stored.

Description

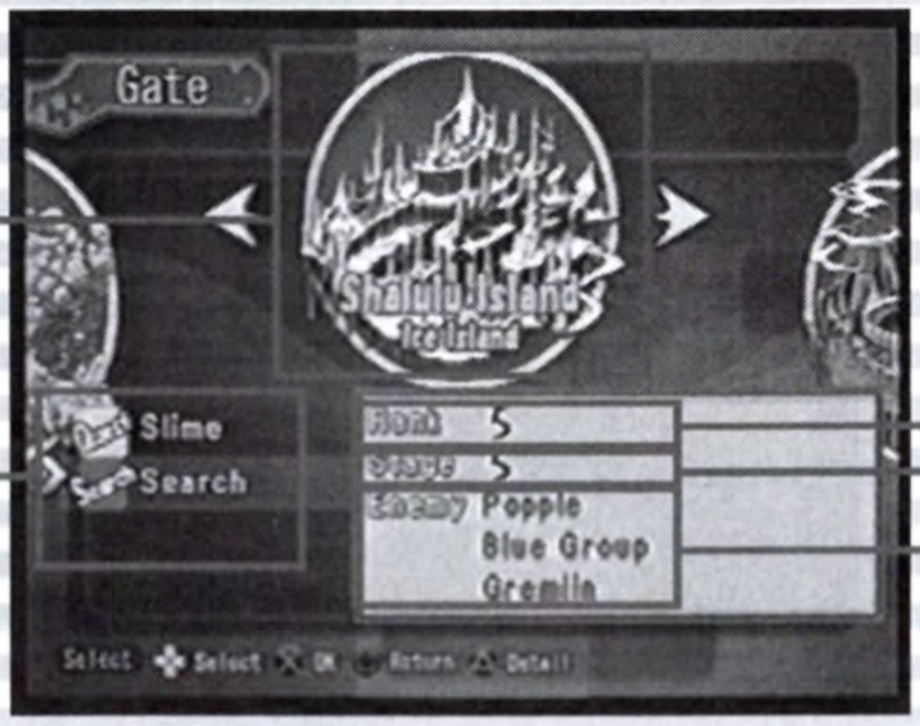
The description of the item.

Belongings List

These are the items that are owned. You can have up to 99 pieces of each Item, and 99 total Weapons, Protection, or Skills.

GATE TERMINAL

GATE



Island

Quest

Rank

Battlefield

Enemies

Island: Illustration of the island and its name
Quest: Quest's icon and name

Name	Description
Main	Battle advancing the main storyline.
Event	Action advancing the main storyline without battle.
Quest	Battle assisting the Endia people. There is a reward with the activity.
Dispatch	Activity assisting Endia people carried out by allies without player control.
Search	Battle only sequence. There is no penalty for quitting.

Rank: Quest's ranking. The higher it is, the stronger the enemies become.
Battlefield: Stage #. Above stage 2 is a series of battles.
Enemies: Displays enemies appearing.
Reward: Reward received for completing quest.

SHOP

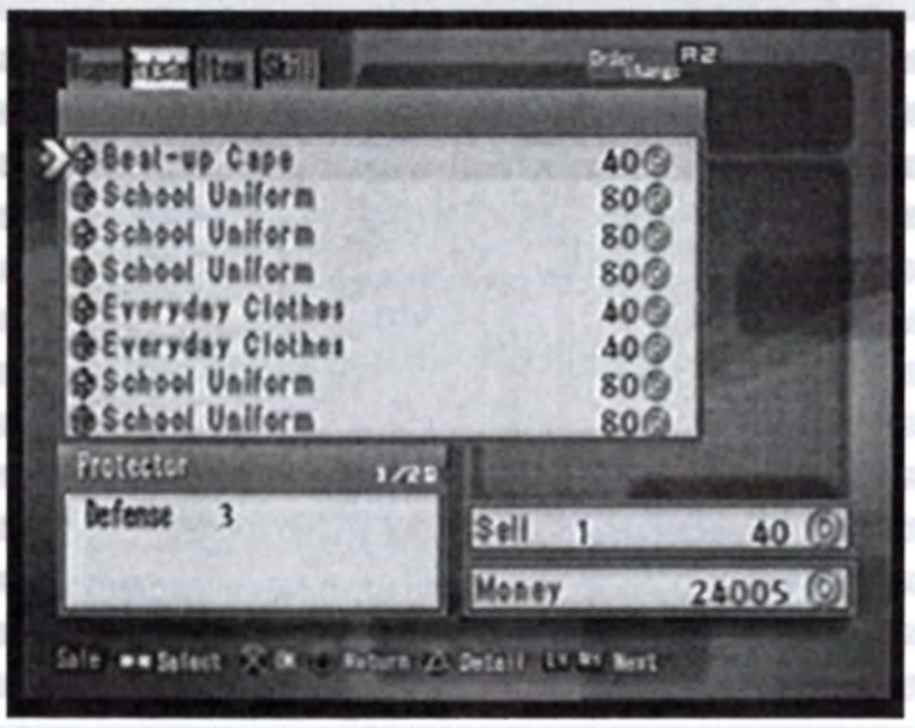
This is a Gate feature. You are able to buy or sell Weapons, Protection, Items, and Skills.

BUY

You must have sufficient money and space to purchase items. You are limited to 99 of each Item, and 99 total Weapons, Protection, or Skills.

SALE

You can sell unneeded items for money as well. This allows you to both clear space and to acquire more powerful items. The selling price varies, so check back often on the sales price.



TRY-ON

You are able to try on Weapons and Protection before buying so that you can see the effect on your allies. After purchasing, the new item becomes active, and the old item is sent to storage.

UPGRADE

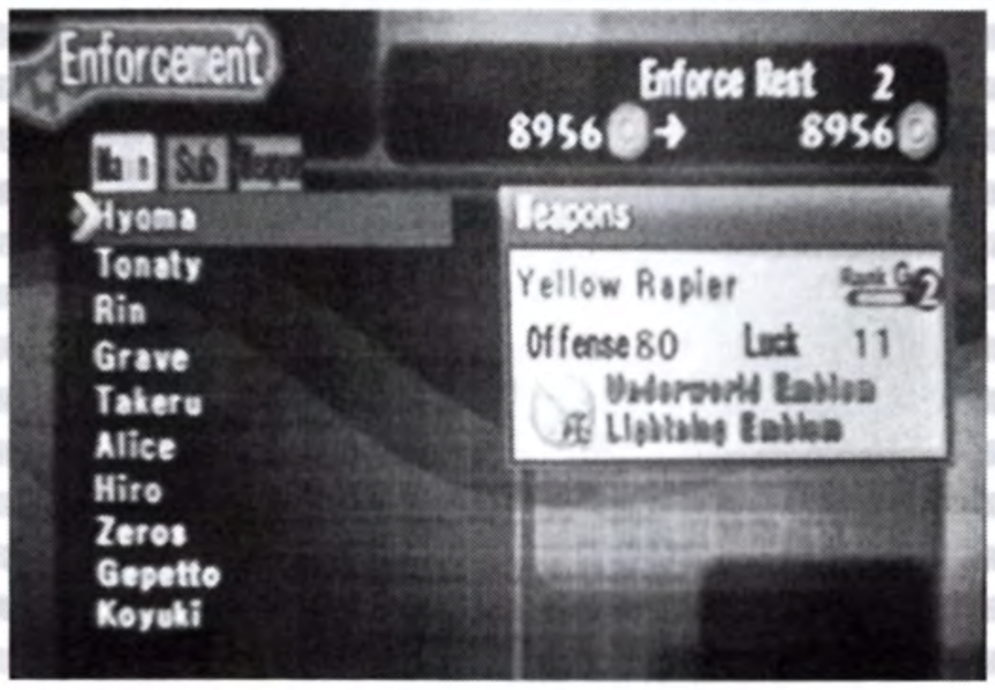
This is a Gate Feature.

SYNTHESIS

Synthesis allows you to combine features from two weapons to create a new stronger weapon. It takes money and experience to synthesize weapons.

ENFORCEMENT

Enforcement allows you to raise the Offense, Mentality, and other feature of your weapon. You are also able to improve the status of your attributes to match the current level of your weapon.



ABILITY ENHANCEMENT

Can increase weapon's status.

CHANGE ATTRIBUTES

Can change attributes a weapon currently possesses.

KEY

Key is the place to use a key acquired in the game.

What are keys?

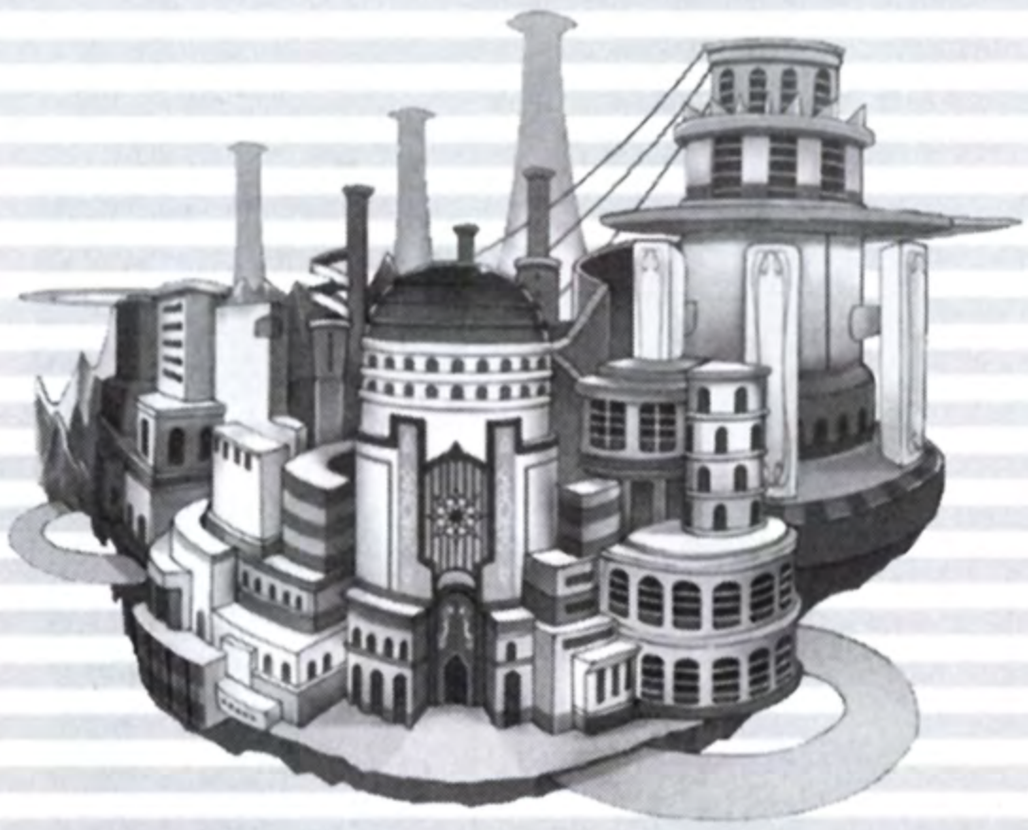
The Keys are used to unlock new levels, islands, skills, and summon knights to Endia. The Keys do not necessarily look like keys.

How to use keys

You use a Key by selecting it from the menu and pressing the ✕ **Button**.

Types of keys

Name	Description
Warp Key	Key to open the gate to islands. Can go to new island.
Summon Key	Key to summon Knights from other worlds. When used, Knight's summon event starts.
Function Expansion Key	Key to expand function of Gate Terminal. New functions appear in Gate Terminal menu.



BOOKSHELF

The bookshelf is located to the left of the Gate. You access the bookshelf's features by pressing the ✕ **Button**. You exit by pressing the ○ **Button**.

DICTIONARY

Includes background regarding the Production, World Setting, Item, Monsters, Non-playing Characters, and other features of the game.

HELP

Provides information regarding Combat, Status, and Gate Terminal operation. Help is also accessible during battles.

PROFILE

Can see detailed profile of the characters in the game. Choose "Game title" ►"Character Name". Pages available are "Character," "Weapon," "Skills," and "Images."

Profile
Intro
Ria Sunroad.
A descendant of the Sunroad family, who all have a special talent called Gate Mastery. She has a very acute sense of justice but is sometimes too serious. She's trying very hard to be responsible.

The Profile is unlocked when the character is met. Additional images are available as the character levels up.

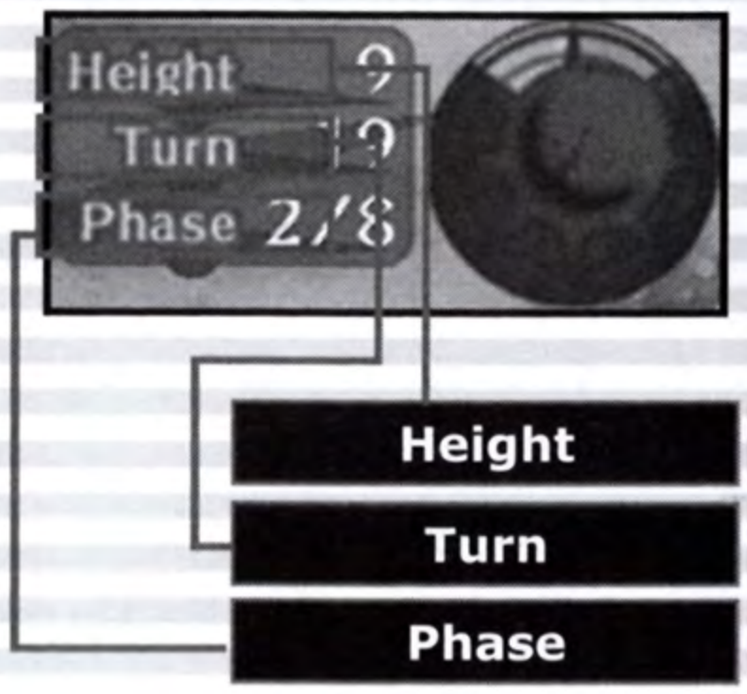
Character: Character's profile.
Weapon: Description of weapon to be used during Realize.
Skills: Description of Knockout skill.
Images: Illustrations of character.

BATTLES

How to read Battle Screen

Sun Phase

Shows current status of the sun.
The brighter the sun is, the stronger the monsters become.

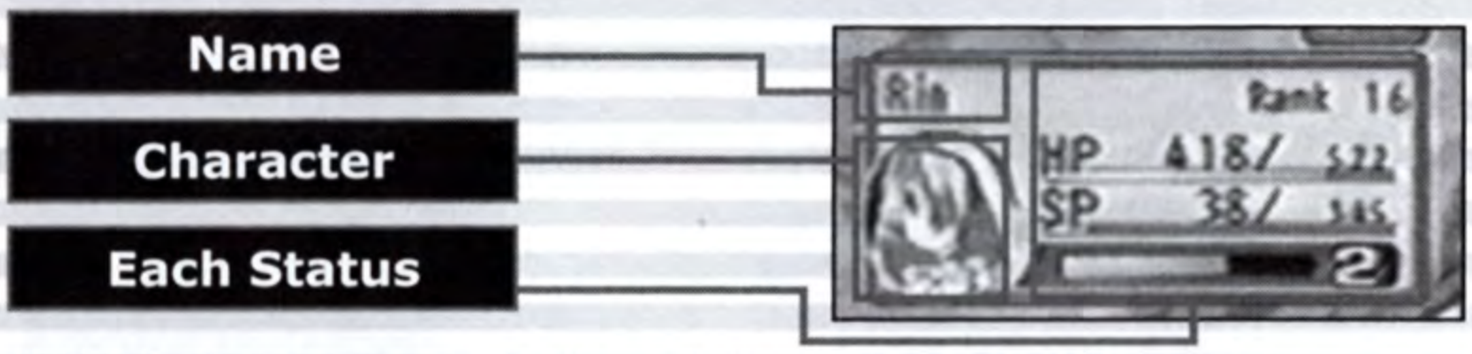


Height: Is the current height the ally is at.
Turn: A turn occurs after each five characters.
Phase: There are 8 phases of the sun.

Action Queue

When characters stop action by waiting, the next character in line begins its action. The position in the action queue changes after transfer, attacks, and wait.

Mini Status



* With **L2 Button**, switch Sphere on and off.

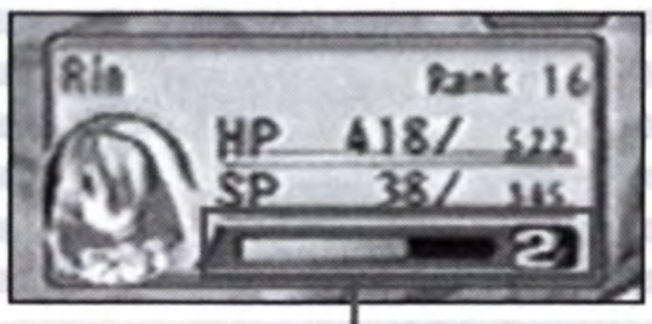
Basic of Battles

Action Turn by WT

Wait turn system where a character with 0 Wait Turn (WT) gets to move, WT goes up by actions, and a character can play again when WT is 0. WT is related to agility.

Recovery of SP

At the start of battles, SP starts at 0. SP recovers gradually every time action turn comes around.



S Gauge

S Gauge is necessary in order to use Group Attack and Realize.
S Gauge saves up by bits by attacking or being attacked by enemies.
When S Gauge is 0, Group Attack or Realize cannot be exercised.

BATTLES

DAMAGES

BRIEF DAMAGE

Light damage. It will heal in time. Enemies' HP will recover fast with brief damage. It is better to Group Attack and inflict more damage than allowing an enemy to heal.

Brief Damage

VARIOUS COMMANDS

MOVE

The character can continue to move as long as "Move" is displayed.

SKILLS

Select skill to use. When used, SP is consumed, and WT increases.

REALIZE

Select this command to start Realize.

ITEMS

Open screen for items available for use. Cannot be used in "Group Attack."

RETURN

Break away from Battle. After returning, a character cannot rejoin the current battle. If there are other allies available, one of them can sortie to replace the character.

WAIT

Turn over. Action moves to the next character.

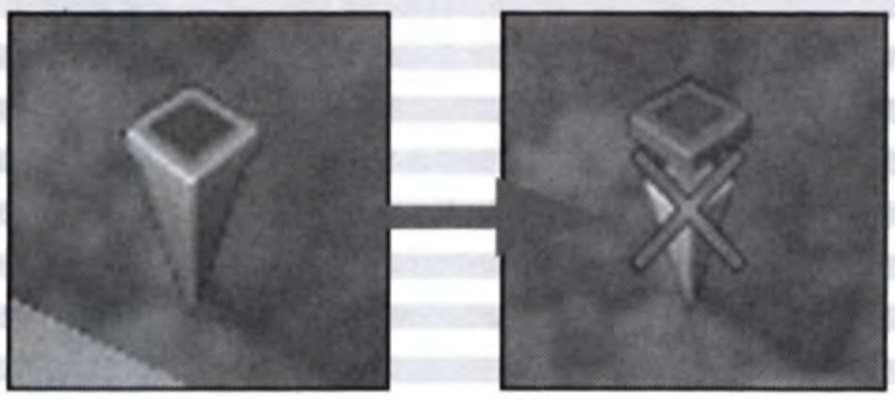
BATTLES

Move

Each character has a specific distance for movement. The characters can be moved as many times as desired until their movement allowance is used up. The available area for movement is outlined by a yellow line. Some areas are not accessible for movement.

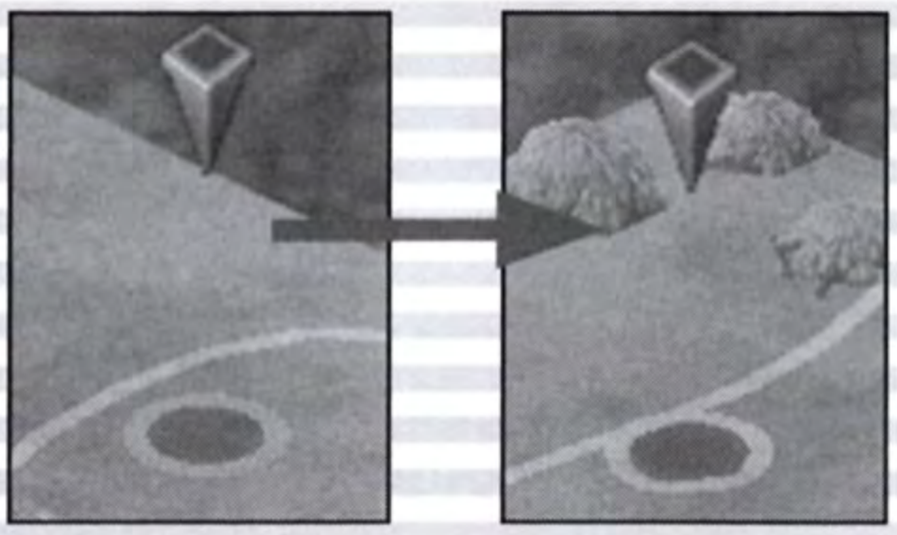
Cursor

The cursor illustrates the available movement areas. Areas that are not accessible are shown with red X across the cursor.



In Motion

The green circle defines the spot the character will be moved to. In order to be moved to a location the green circle must be present.



* Change camera angle with **R2 Button**, and direction and distance with Right Stick. Try maneuver the camera when hard to see.

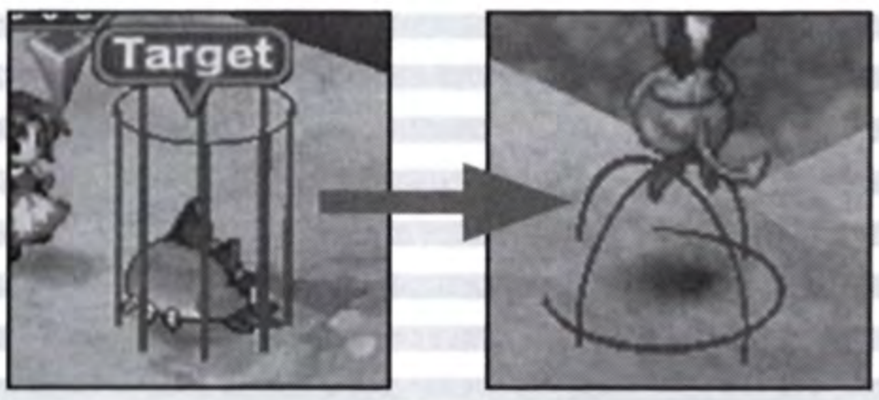
Attack Flow

Select Skill

All skills except Counterattack are available to use in Skill command.

Select Target

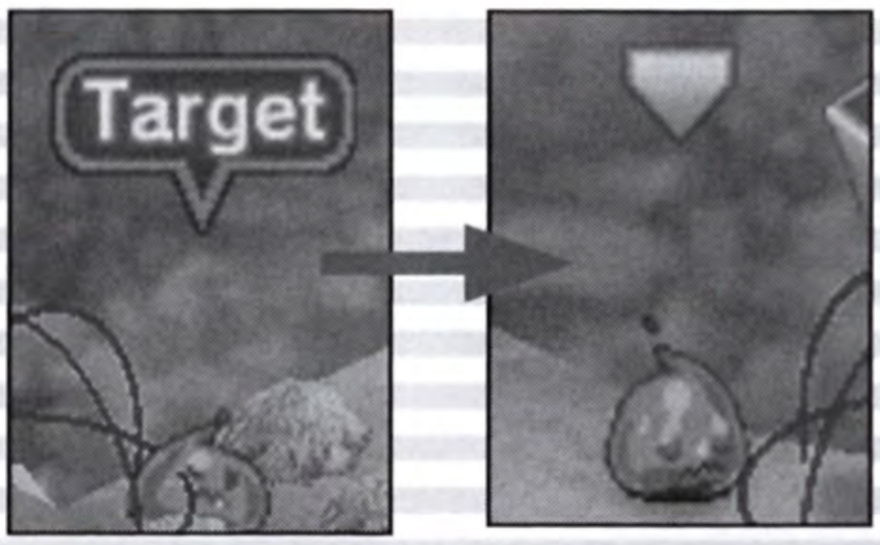
Areas targeted vary in shape and are based upon the skill. Based on the skill, multiple characters will be attacked.



Types of Target

Main Target: Character closest to the center of the attack. Damage will be shown for that character.

Target: If skill is selected before movement, the attack area can be displayed by pressing the □ **Button**.

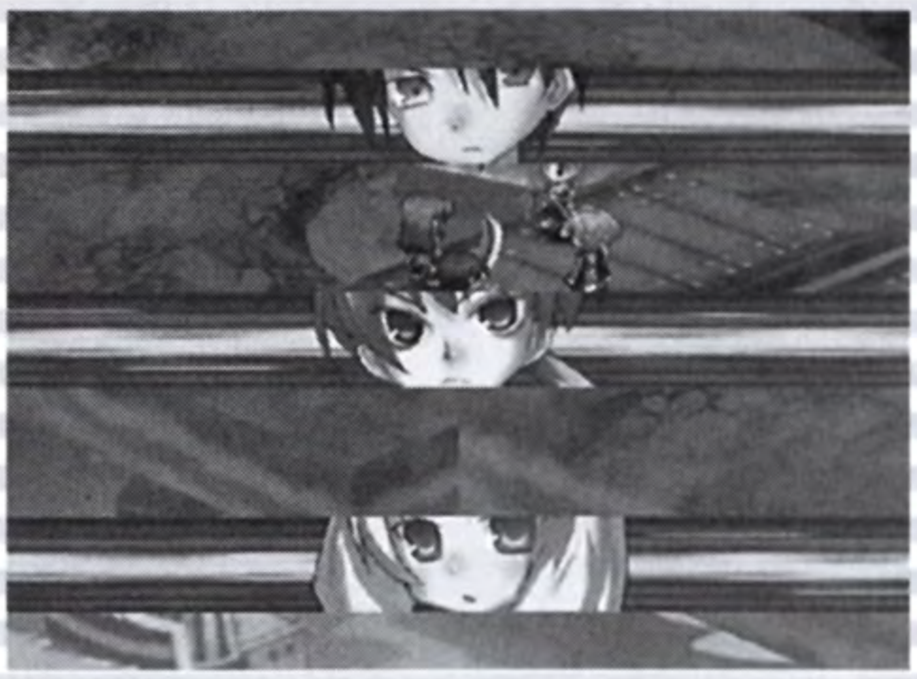


BATTLES

GROUP ATTACK

JOINING A GROUP ATTACK

When there exist allies who can attack the Main Target, the allies who participate will consume 1 S Gauge, and start "Group Attack."



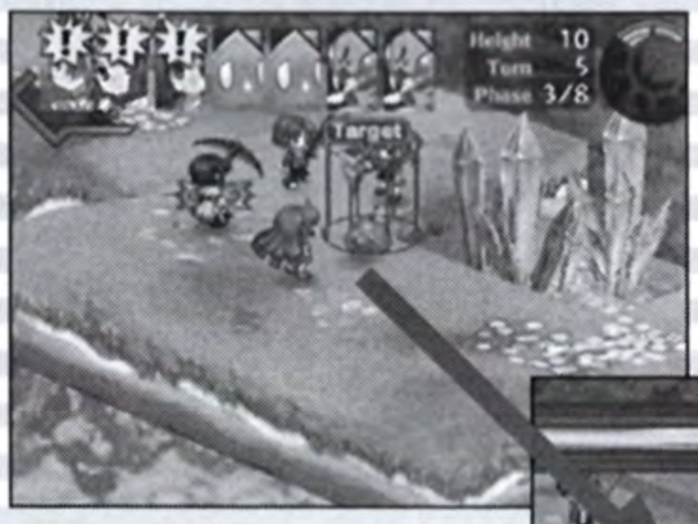
GROUP ATTACK FLOW

1. Select Skills.

2. Allies who can participate respond.

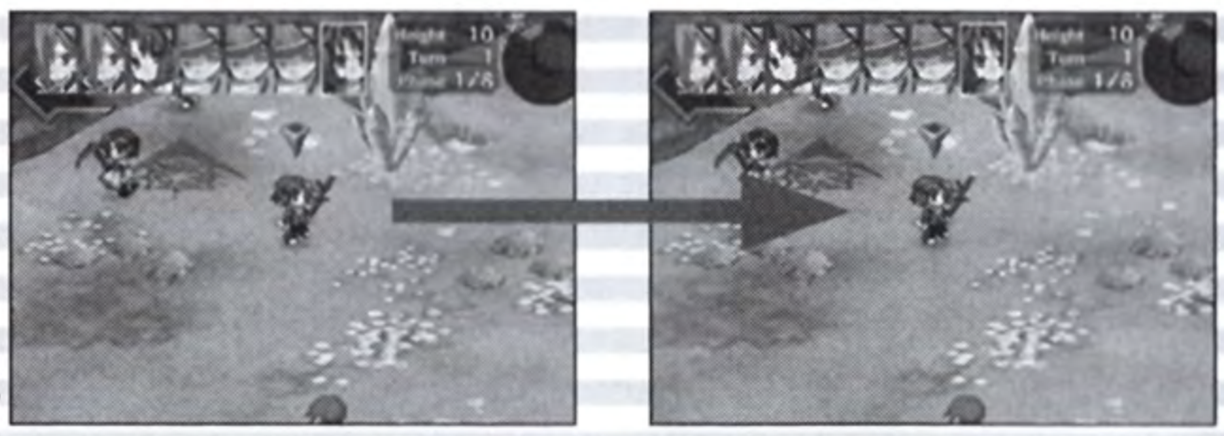
3. Select allies' skills.

4. Group Attack begins.



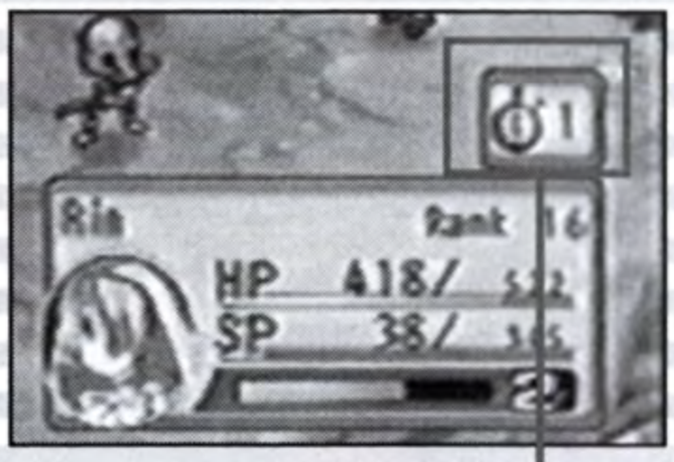
REALIZE

Realize is the special form of the character and weapon in Chaos Wars. Realize is used in battle to secure extra HP, SP, and skills. During Realize, new attributes and skills are available.



RELEASE REALIZE

Realize will end after the allotted turns are taken or if an enemy achieves a SEAL result against the character.



Remaining Turns

BATTLES

Special System

Burst Combo

One of gun skills. Voluntary shot attack.

Counter

When characters with this attribute get attacked, it starts. "Counter" will avoid attack fully, if command input is done within some time limit, using 1 S Gauge. If failed, attacks cannot be avoided, with no S Gauge usage. When it succeeds, and characters have counterattack skills, counterattacks will start by pressing ☐ **Button** within some time limit.

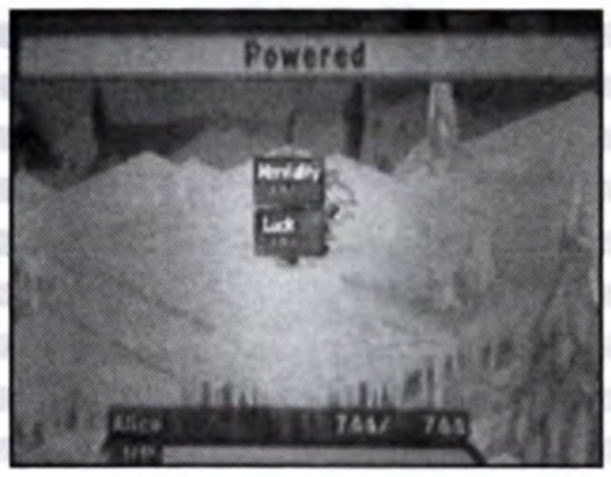
Judgment Ring

At the start of some characters' Knockout skills, a Judgment Ring appears. By stopping the rotating bar within the Hit Area (yellow band) or the Critical Area (red band), damages will be increased. Even if you miss, damages will not be reduced.

* Difference in Areas
Critical areas are narrower than Hit Area, but damages given are bigger.

BATTLES

GROWTH



Characters status grows at the end of attacks. Status growth changes are based on the characters' actions. Depending on characters, ease of level-up in status varies.

WEAPON SKILL LEVEL GROWTH

As a weapon is used, its skill level goes up. That affects skill effectiveness and skill shift. Depending on characters, ease of level-up varies. If it's too hard to level up, try using different kinds of weapons.

SKILL GROWTH

As skills are used, the level goes up. Skills' strength goes up with Level UP. Levels range from 1 to 9.

* Sub-skill could go up in levels during battles.

SKILL SHIFT

While skills are used, it may change to different skills during battles. This is called Skill Shift. Use "Skill Lock" to avoid having the Skill shift. Skill Shift can change skills to stronger or weaker ones.

* Sub-skill could do Skill Shift at the end of actions.

SPHERE CHANGE

Spheres changes gradually by using skills or being attacked by enemies. As spheres go up one level, opposite spheres go down. It depends on players to maintain balance, or bet on one blow of attack.

GAME OVER

When all front men become unable to fight, the game is over.

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